



SEAN WARTON

CG ARTIST | ANIMATOR | PROBLEM SOLVER



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PROFILE

I'm friendly and approachable with a versatile skill set in multimedia development, CG artwork and animation. I get a kick out of creative problem solving, in particular finding ways to automate or streamline monotonous or complex work-flows. Some passions of mine include game making jams, stop motion animation and pixel art.



EXPERIENCE

Multimedia/Web Developer at TAFE

Jan 2016 - June 2017

I was asked to return to work with TAFE at the Mt Gravatt campus, joining their team of multimedia developers to aid in a large push of online content development. Thanks to my time with TAFE in the previous year, I was easily able to hit the ground running.

Multimedia Coordinator at TAFE Queensland Product Agency

Feb 2015 - Oct 2015

I was employed at QLD TAFE to coordinate the development of several courses in an online format. This primarily involved facilitating the creation of large amounts of content in a relatively short time frame whilst ensuring adherence to TAFE branding guidelines and compatibility with a new LMS. I assembled and lead a team to develop it, and as a result our product was output at both an exceedingly high quality and quantity. I also performed project planning, coding, designing, animating and QA.

Freelance and contract work

2010 - Current

Towards the end of 2010 I began pursuing a broader range of experience at university studying Games Design, whilst continuing to work with Beyondedge and individual clients on a freelance basis, focusing on multimedia and web development.

Multimedia Developer at Beyondedge

2008 - 2010

At Beyondedge I was responsible for designing user interfaces for websites and e-learning software, animation, video editing, and illustration as well as the setup, maintenance and running of equipment for film shoots. Some clients I worked with whilst at Beyondedge include Queensland Ambulance Service, Coca-Cola Amatil, Toll Holdings, Gold Coast Health and Queensland Rural Fire and Rescue Service.



FORMAL EDUCATION

Bachelor of Games Design at Griffith University

2011 - 2013

Diploma of Multimedia at Gold Coast Institute of TAFE

2008 - 2009



ACCOLADES

- 2016 "Pro League" category winners (48 Hour Game Making Challenge)
- 2015 "Newly Pro" category winners (48 Hour Game Making Challenge)
- 2013 Audience Choice Award in Games Design (Griffith University)
- 2013 Overall Highest Achievement in Games (Griffith University)
- 2010 Published in "Inspirational Stories from Past and Present Students" (Gold Coast Institute of TAFE)
- 2009 Student of the Year Award (Gold Coast Institute of TAFE)
- 2009 Industry Award (Gold Coast Institute of TAFE)



HIGHLIGHTED PROJECTS

Gerrymander: Rig The Election!

Feb - August 2017

Gerrymander: Rig The Election! is a mobile puzzle game designed around the concept of “gerrymandering”, a term used to describe the restructuring of electorates to give a certain political party an advantage. I took on responsibility for all visuals and artwork in this project, crafting a slick yet playful pixel art aesthetic.

Help, We Summoned A Love Giant!

Oct 2016

Help, We Summoned A Love Giant! is a multiplayer VR game about a town of small beings who have accidentally summoned an intimidating Giant of Love and need to banish it before it smooches them all. *Help, We Summoned A Love Giant!* lead our team to win the Pro League category of the 2016 48 Hour Game Making Challenge.

The 10th Annual 48 Hour Game Making Challenge

2016

The *48 Hour Game Making Challenge* is an annual game making jam wherein teams must create a video game from scratch inside of 48 hours, designed around three secret keywords which are revealed at the start of the challenge. This year I took on a large role in the organisation of the event with the goal of making it the biggest and best year yet. I coordinated website development, designed banners and signage, sponsorship, and even facilitated a large birthday cake to feed hundreds of jammers in celebration of the event’s tenth anniversary.

SOL: Singularity Orbiter League

Oct 2015

SOL (Singularity Orbiter League) is a two player game set in space, where each player uses a spaceship to fling asteroids into their opponent’s sun using gravity based physics. *SOL*, created in two days from scratch, earned our team recognition as winners of the Newly Pro category of the 2015 48 Hour Game Making Challenge.

Coal Control

Feb 2013 - Nov 2013

Coal Control is a puzzle game where the player guides a sentient lump of coal through abandoned mine shafts and caves in order to rescue the canaries that were left there. I was responsible for art direction along with 3D modeling and 2D texture artwork, as well as designing and creating mobile-friendly particle effects. *Coal Control* won awards at the Griffith Film School Showcase for “Overall Highest Achievement in Games”, “Audience Choice Award in Games Design” and was nominated for “Most Outstanding Audio”.

Robots Can’t Jump

March 2013 - July 2013

Robots Can’t Jump is a side scrolling puzzle/adventure game that I was approached by the developer of to help make the prototype in time to be shown at *PAX Aus* in July. Recognising the large task ahead of us, I put together a small team of people to help bring the game to fruition. I was involved in many aspects of production including 3D modeling, texturing, UI design, 2D artwork and overall art direction. The project went smoothly and we exhibited *Robots Can’t Jump* in the Indie Pavilion of *PAX Aus*.



SKILLS & SOFTWARE

- Photoshop
- After Effects
- Premiere Pro
- Illustrator
- Balsamiq Mockups
- Sketch
- HTML
- CSS
- Javascript
- Sourcetree
- MacOS
- Windows

References available on request.